

Figure 3

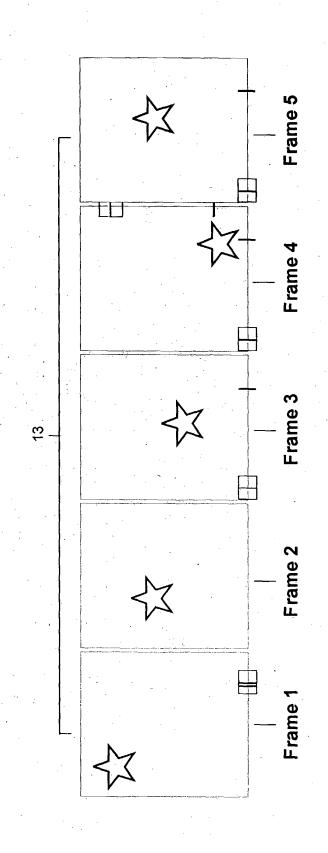


Figure 4

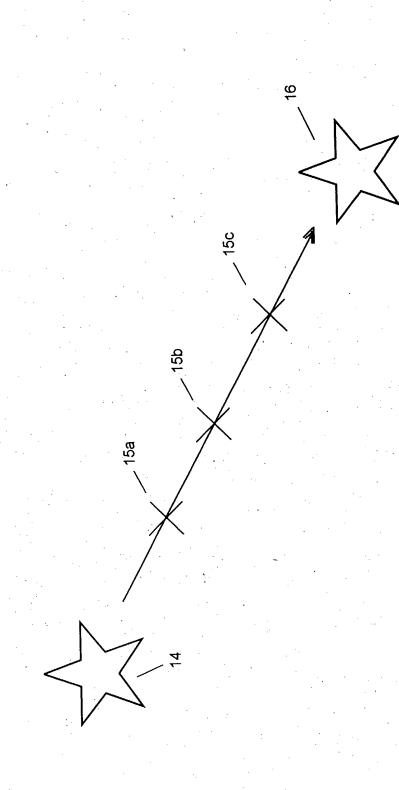


Figure 5

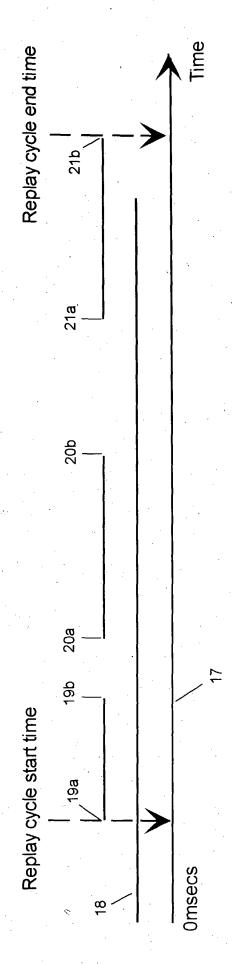
Current Session

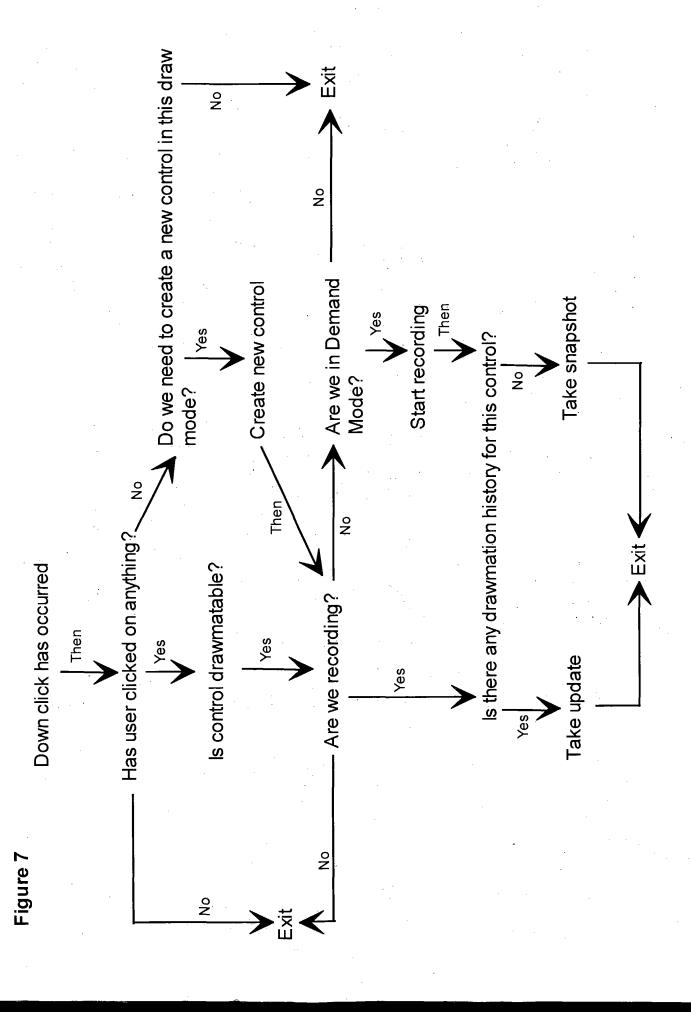
Multiple record passes can be made during a single replay cycle.

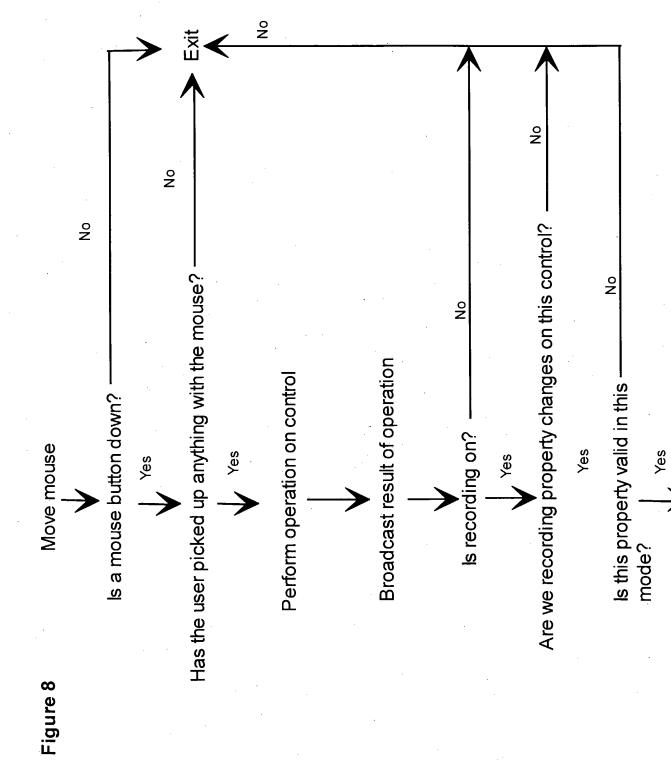
During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and stops.

Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

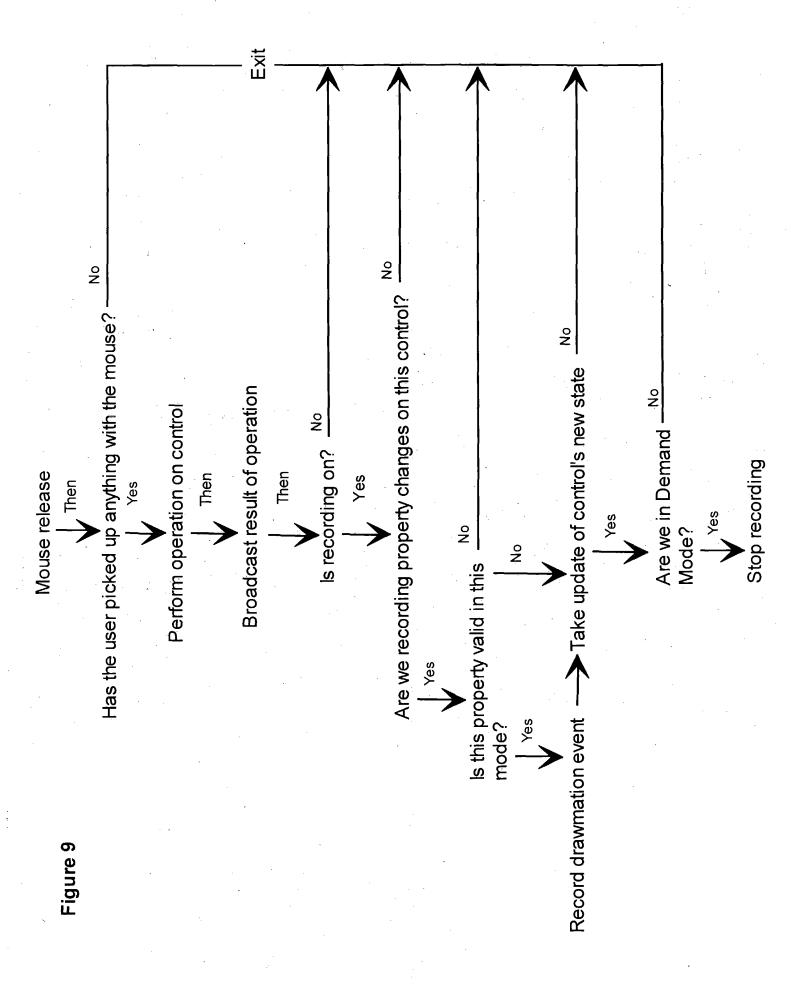
Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).







Record drawmation event



Multiple record passes can be made during a single replay cycle.

During the first replay cycle in which a control is recorded, it is automatically punched in and out when recording starts and

— Record Pass

— Current Session

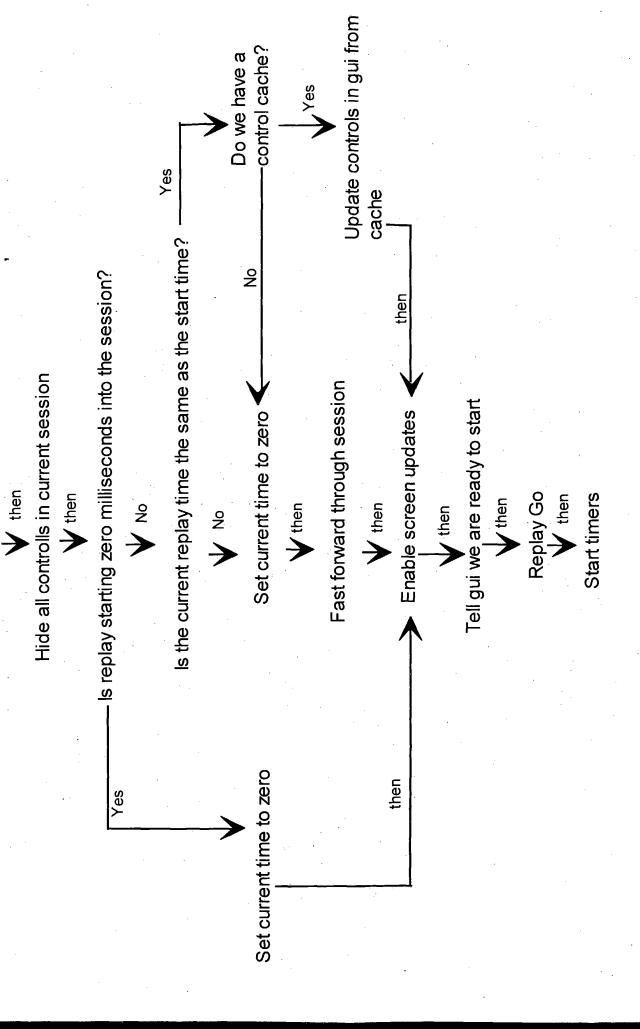
Note that replay does not have to start at the beginning of the session. Replay may be started at any point up to the end of the session.

Note that the duration of the current session is extended by recording past the replay end time. On the next replay cycle, replay will end at this new time (if the user does not record past it again).

Example replay cycle end time Example replay cycle start time

0msecs

Time

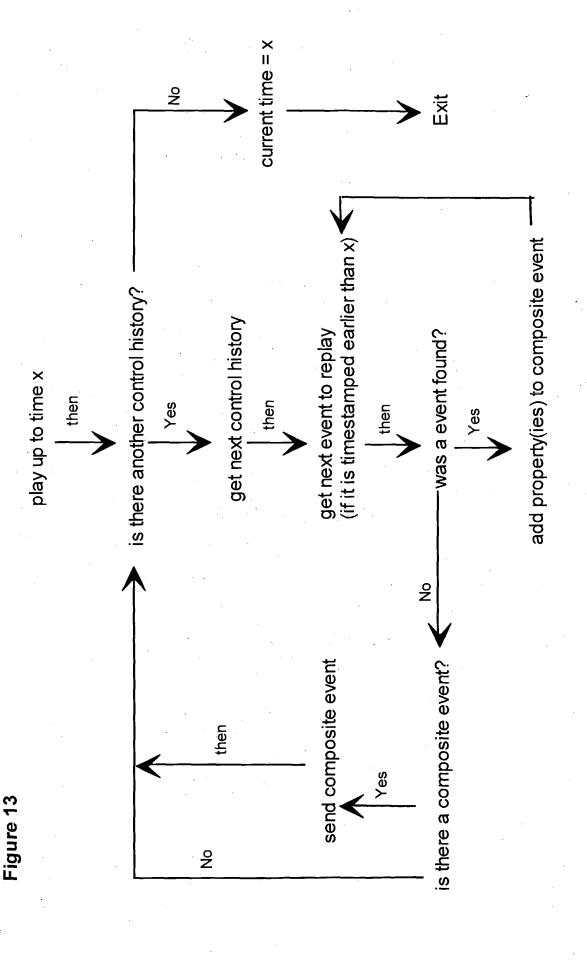


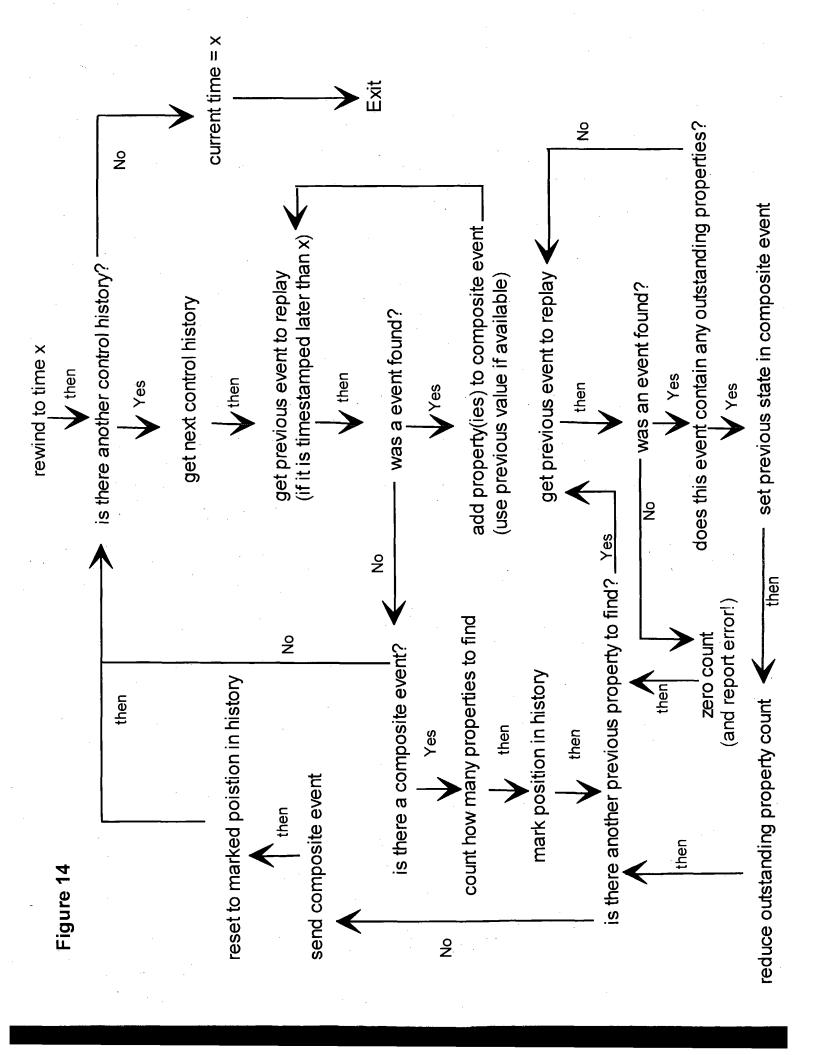
★ then
Disable screen updates

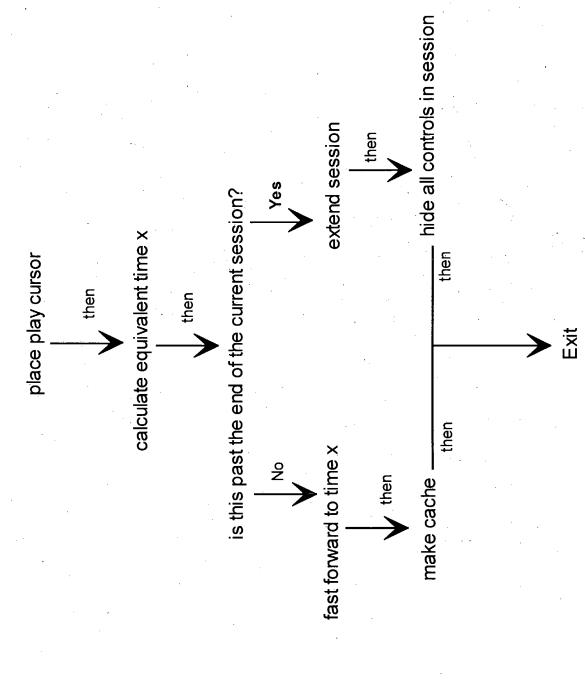
Figure 11

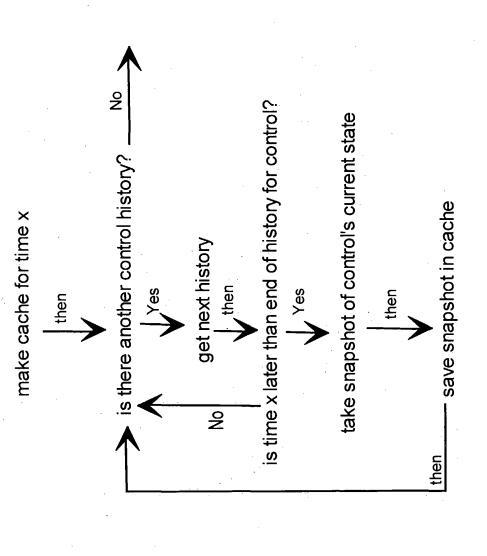
Start Replay

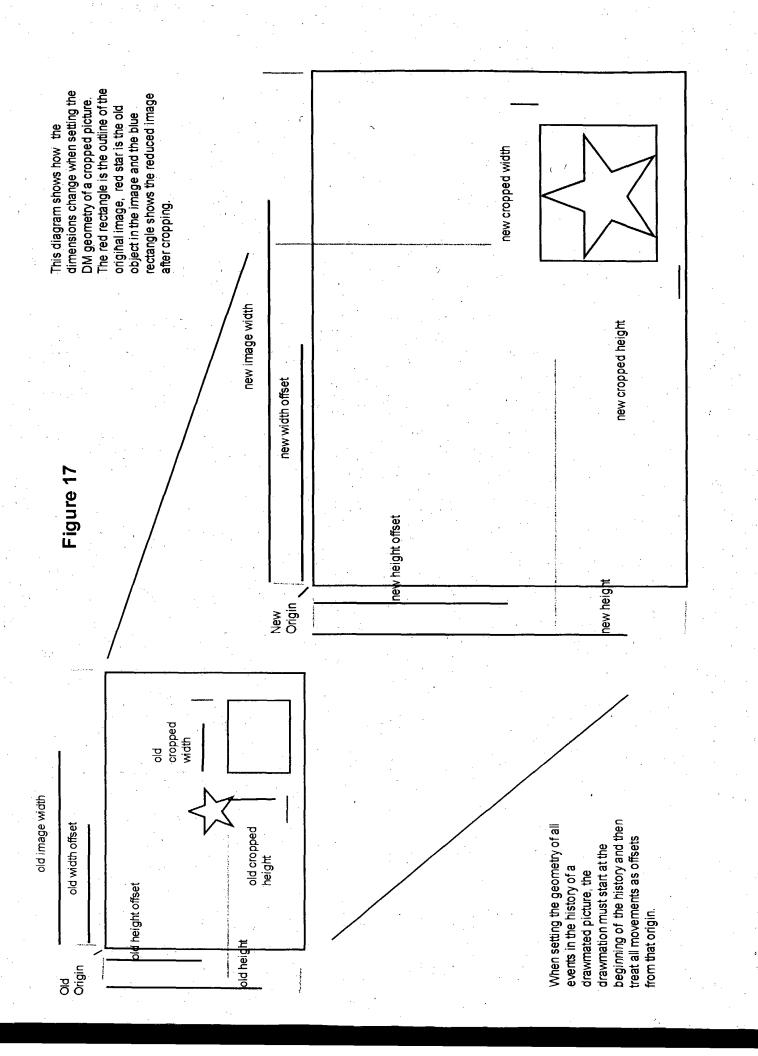
Figure 12

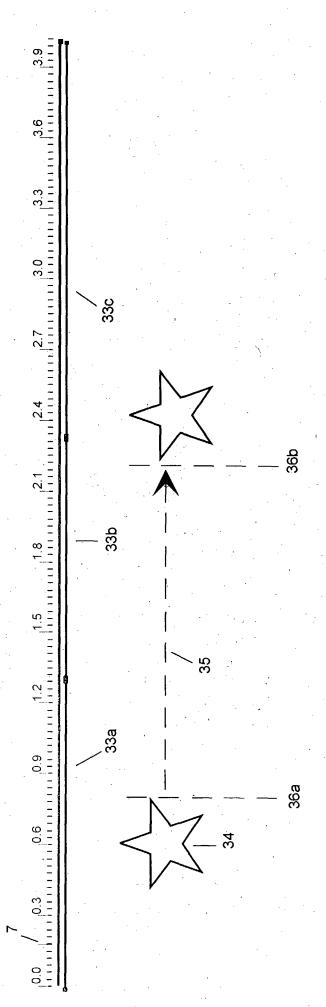


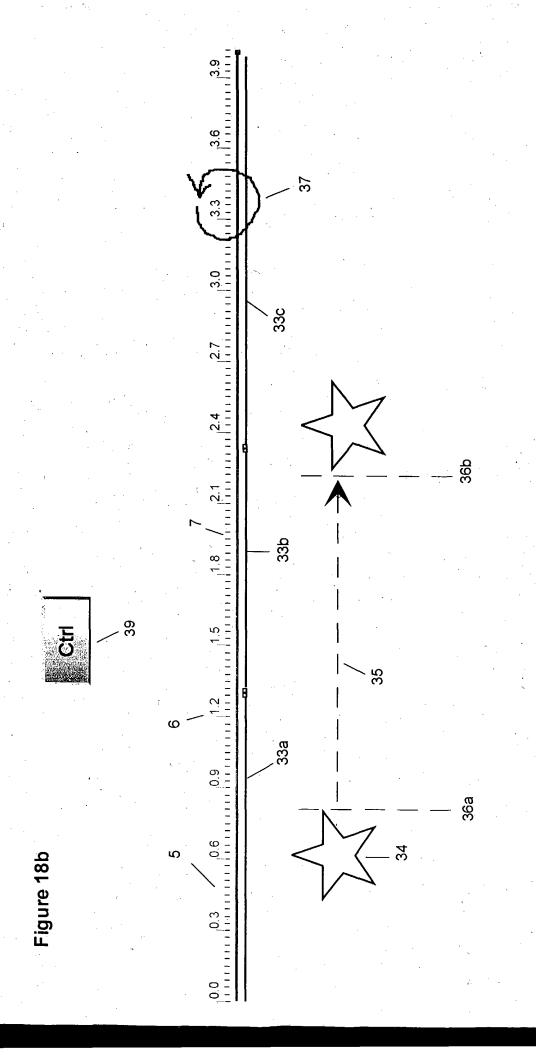












Create drawmation session User selects picture with blue arrow drawn onto blackspace Request new drawmation transaction for picture Set start time to zero Have all selected picture files been used? Create picture control using first selected picture file Is there a dramation currently loaded for editing Then Get next selected picture file User types film (and optionally frame rate) Record picture in drawmation control (creates new playbar) User navigates to required directory ✓ Then Load image Then Then User draws modifier arrow Then Then Then Then Get current replay time Construct update event with filename and geometry Calculate geometry of picture control as part of film Record event in dramwation Calculate frame timestamp **→** Then Then

User opens picture file browser

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